The circle is an organic, ideal, fixed essence, but roundness is a vague and fluent essence distinct both from the circle and things that are round (a vase, a wheel, the sun).

Gilles Deleuze and Felix Guattari, A Thousand Plateaus, 1987

Round Objects

In the first phase of the semester we focused on the drawing. The drawings used spherical geometry and lines to describe a set of round forms. However, the drawings, even when they were animated, remained as two dimensional objects that could not be interacted with. It was not possible to examine a round drawing by moving around it or examining it from any other angle then the one specifically set forth by the author. In the next phase we will shift from a focus on the drawing to a focus on the object. We will continue our study of spherical coordinates, rotation, and programming in python. However, our focus will shift from the virtual wall to the virtual three-dimensional space.

SET-UP

Because of the pandemic we cannot share a physical space with one another or our round objects. Virtual pin-up spaces, such a concept board, allow for a simulated sharing of two-dimensional media, but they are not very good at sharing three-dimensional space and fostering an interactive relationship between the viewer and the object. To get around this, we will shift to the use of two three-dimensional platforms. The platforms will be used for sharing work and exchanging ideas, but they will not be used for the purposes of grading. Each student should create a free account on sketchfab.com. The account will allow you to upload as many as many digital models a you would like as long as you make them public, viewable, and downloadable by all. Once you have created an account on sketchfab, please look for an follow me: m_cericson. As such, if you have any objection to using this platform, please let me know. We will use our accounts on sketchfab to populate our virtual three-dimensional classroom on Mozilla hubs. Students will also need to create a free account with hubs.mozilla.com. If you have any concerns about privacy or the format of this assignment, please let me know and alternate arrangements can be made.

Due: 2.17.21

TRANSLATE

While the last phase of the semester was fairly prescriptive in the exploration of round drawings, we will now open the work to more exploration in terms of programming, geometry, and form. Each student will begin by translating their program from Processing to Rhino 3D. Because both software platforms enable the use of Python we can move the work with minor modifcations. To do so, each student should produce a folder with the TrigCirc.py function in it and nothing else. We will then create a new file in the python editor in Rhino and save our file to this location. Each student should then follow the In class tutorial to produce the following:

(1) Functioning program in python that uses the TrigCirc function
(1) Image of the object produced in Rhino saved as a jpeg.
(1) Digital model of the object saved as an obj.

Due: 2.17.21